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Kryuchkov et al.(10) **Pub. No.: US 2004/0102244 A1**(43) **Pub. Date: May 27, 2004**(54) **3-D REELS AND 3-D WHEELS IN A GAMING MACHINE****Publication Classification**(51) **Int. Cl.⁷** **A63F 13/00; A63F 9/24**(52) **U.S. Cl.** **463/32**(75) **Inventors:** Alexey Kryuchkov, Reno, NV (US);
Robert E. Breckner, Reno, NV (US);
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BERKELEY, CA 94704-0778 (US)(73) **Assignee: IGT**(21) **Appl. No.: 10/674,884**(22) **Filed: Sep. 29, 2003****Related U.S. Application Data**(63) Continuation-in-part of application No. 09/927,901,
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30, 2002.

A disclosed gaming machine provides method and apparatus for presenting a plurality of game outcome presentations derived from one or more virtual 3-D gaming environments stored on the gaming machine. While a game of chance is being played on the gaming machine, two-dimensional images derived from a 3-D object in the 3-D gaming environment may be rendered to a display screen on the gaming machine in real-time as part of a game outcome presentation. Apparatus and methods are described for generating and displaying a sequence of symbols from a virtual reel strip in the 3-D gaming environment. In particular, the sequence of symbols may be mapped to one or more to flat reels, rounded reels or sequences of moving objects in the 3-D gaming environment. The flat reels, round reels or sequences of moving objects may be moved in the 3-D gaming environment through a motion that allow the sequence of symbols from the virtual reel strip to displayed as part of game outcome presentation for a game of chance played on the gaming machine.

